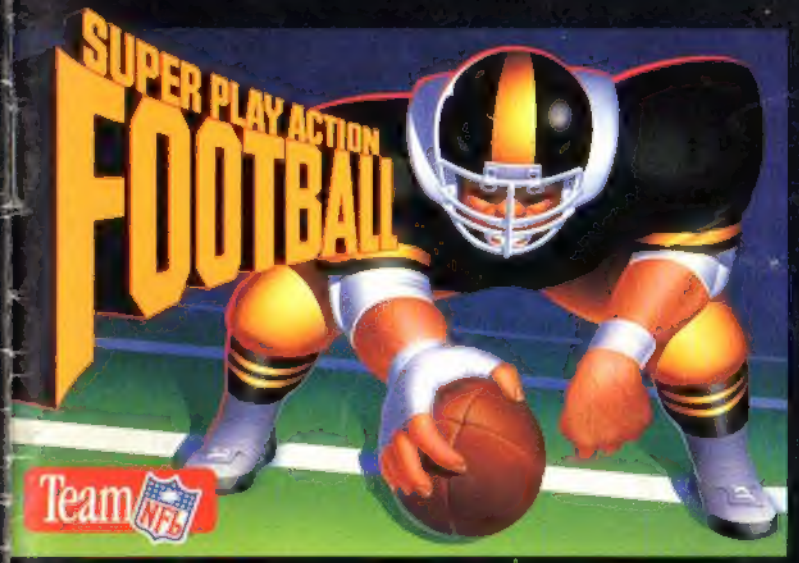
NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE? CALL 1-800-255-3700.

Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

SNS-SF-USA(A)



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

Thank you for selecting the Super Play Action Football™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

TM

TEAM NAMES, LOGOS, AND HELMET DESIGNS ARE REGISTERED TRADEMARKS OF THE NFL AND ITS MEMBER CLUBS.

TM & ® Trademarks of Nintendo.
©1992 Nintendo. All Rights Reserved.

TABLE OF CONTENTS

HIGH SCHOOL
QUICKSTART 4
HIGH SCHOOL RULES 6
THE RADAR SCREEN 7
PLAY CONTROL 8
PENALTIES 10

COLLEGE
QUICKSTART 12
COLLEGE RULES 14
PLAY CONTROL 15
SCHEDULING 16
THE NINTENDO'S TOP 20 17
BOWL GAMES 18

NFL
QUICKSTART 20
WEATHER CONDITIONS 21
STADIUMS 21
NFL RULES 22
PLAY CONTROL 23
PLAY CALLING 24
GAME STRATEGY 25
STATISTICS 26
NFL REGULAR SEASON 27
NFL PLAYOFFS 29

INTRODUCTION

Super Play Action Football™ is an action-packed football game that is really three games in one. Match your high school team against a bitter rival from across town in the High School game, guide your favorite College team on a quest for the national championship, or take an NFL team through a 16 game season on the road to the Super Bowl! It's all up to you!

HIGH SCHOOL QUICKSTART

CADENCE (QB)

PASS (QB)

SNAP (QB)

HANDOFF (QB)

PITCH (QB)

SPRINT (ANY)

DIVE (RB)

DIVE (DEFENSE)

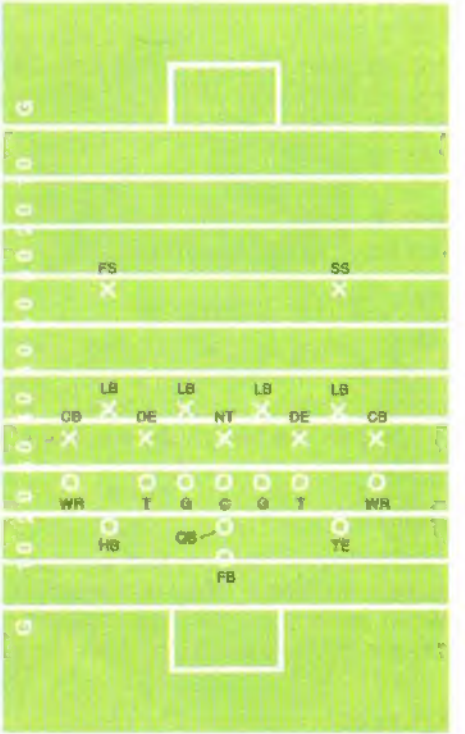
TACKLE (DEFENSE)

POWER TACKLE (DEFENSE)

AUTOMATIC

PLAYER POSITIONS

Although it is usually the quarterbacks and running backs who get all of the glory, it's the linemen and the linebackers in the trenches who do the dirty work. This diagram will help you keep track of who's who on the field.



FS–Free Safety
SS–Strong Safety
CB–Corner Back
LB–Linebacker
NT–Nose Tackle

WR–wide Receiver
T–Tackle
G–Guard
C–Center
TE–Tight End
QB–Quarterback
HB–Half Back
FB–Full Back

HIGH SCHOOL FOOTBALL RULES

You don't have to know a lot about football to play the Super Play Action Football High School game. Here are some of the basic rules to keep in mind.

SCORING

Teams score 6 points for a TOUCHDOWN, 3 points for a FIELD GOAL, 2 points for a SAFETY, 1 point for a kicking POINT AFTER TOUCHDOWN (or EXTRA POINT), and 2 points for a running or passing POINT AFTER TOUCHDOWN (or 2–POINT CONVERSION).

KICKOFF

A football field is 100 yards in length. In Super Play Action's High School game, teams kick off from the 40 yard line.

DOWNS

Each team has 4 downs (or plays) to gain 10 yards. As soon as the team gains 10 or more yards on a play, the down is reset so that they again have 4 downs to gain 10 yards. If the player fails to gain the ten yards, the ball is turned over to the other team.

LENGTH OF GAME

The High School game consists of 4 quarters that are each 12 minutes long. The game clock stops whenever a player runs out of bounds or when an incomplete pass is thrown. After the first two quarters the teams are allowed to rest for halftime.

BEGINNER MODE

Use the beginner mode to learn how to run the plays. The Quarterback will perform handoffs and laterals automatically after the ball has been snapped.

THE RADAR SCREEN

Since the play screen in Super Play Action Football only lets you see about 15 yards of the field at a time, you can use the Radar screen to follow the action on the parts of the field you can't see.

CHANGING THE SIZE OF THE RADAR

LARGE SCREEN

Use this size to get a good view of your receivers down field, and when kicking field goals.

NORMAL SIZE

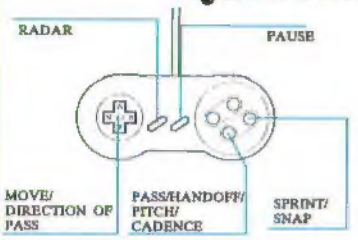
This should be large enough for most plays.

SMALL SIZE

Use this size radar when you need to see the entire play screen clearly.

PLAY CONTROL

QUARTERBACK



THE CONTROL PAD

Passes can be thrown to one of three zones. If you want to pass to the left or right zones, hold the control pad down in that direction, and then press the B Button. To pass to the middle, press the B Button without pressing the control pad.

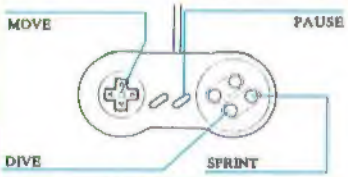
THE A BUTTON

The A Button snaps the ball to start the play. After the play is started, the A Button helps your quarterback scramble away from the pass rush.

THE B BUTTON

The B Button (along with the Control Pad) is used to pass the ball. You can also use the B Button to call out a cadence and draw the defense offsides.

BALL CARRIERS



THE CONTROL PAD

Use the control pad to maneuver the ball carrier.

RECEIVERS

THE A BUTTON

Press the A Button while maneuvering into position to catch a pass, and you will be able to beat the defender to the ball.

THE START BUTTON

Pressing the START Button will pause the game and display the TODAY'S GAME screen.

RUNNING BACKS

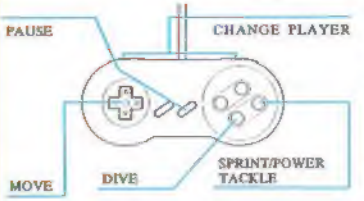
THE A BUTTON

Use the A Button to Sprint when you need an extra burst of speed to get by the defense. This will cause your players to tire more quickly, but can make the difference when you need a big play.

THE B BUTTON

Pressing the B Button will let you dive for extra yardage.

DEFENSE



THE CONTROL PAD

Use the control pad to maneuver your defensive player.

THE A BUTTON

Pressing the A Button will allow you to Sprint to catch up with the ball carrier, and to Power Tackle when you catch him.

THE L & R BUTTONS

Press the Left or Right Button to take control of the player you wish to control before the snap. After the play has started, this will give you control of the closest player to the ball.

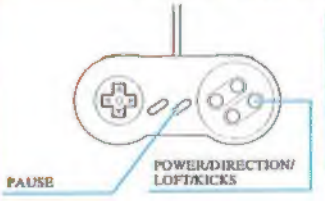
THE B BUTTON

Press the B Button to dive for the ball carrier.

THE START BUTTON

Press the START Button while on defense to pause the game and view the TODAY'S GAME screen.

THE KICKING GAME



A strong kicking game is the sign of a championship team, so don't neglect this part of your game. First, press the A Button to stop the directional arrow and snap the ball. Press the A Button again to stop the sliding power meter and determine the strength of your kick. Finally, press the A Button a third time to determine what part of the ball the kicker will hit. Hitting high on the ball will give you added distance, but increase the likelihood of it being blocked, while hitting low on the ball will reduce the chance of a block, but cut down on distance.

PENALTIES

Teams that have a lot of penalties called on them have a hard time winning. Besides, there is nothing more disheartening than completing a big play and having it called back because of a penalty.

OFFSIDES

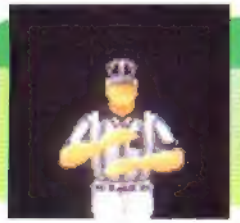
Called if a player is on the wrong side of the line of scrimmage when the ball is snapped.

UNNECESSARY ROUGHNESS

This is a Personal Foul called if one of the players is a little overzealous on a play and intentionally tries to hurt another player.

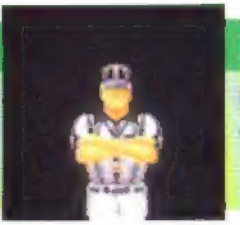
ROUGHING THE PASSER

This is another Personal Foul called if the defense tackles the quarterback after the ball has been passed.



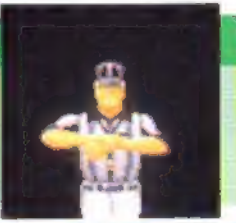
ILLEGAL PROCEDURE

Called if the offensive team fails to wait until all of his players are set before snapping the ball (except receivers in motion).



DELAY OF GAME

Don't let the 30 second play clock expire before you can get your play off.



HOLDING

Called if the offensive linemen grab the defensive linemen while blocking.

REFEREE'S SIGNALS

FIRST DOWN

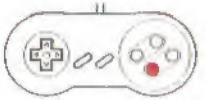
SAFETY

SCORE IS GOOD (TOUCHDOWN, FIELD GOAL, OR EXTRA POINT)

SCORE IS NO GOOD—or—PASS INCOMPLETE

COLLEGE
QUICKSTART

THROW SHORT



THROW LONG

JUMP(RECEIVER)

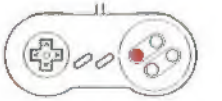
DIVE(RECEIVER)

STIFF ARM

SUPER TACKLE

SUPER DIVE

JUMP(DEF)



THE COLLEGE GAME

There are some rule changes to be aware of in the College game, as well as many new features and some exciting play control options.

LENGTH OF GAME

At the College level, the length of each quarter is increased to 15 minutes each, meaning that the overall game time has increased from 48 to 60 minutes.

KICKOFF

As College kickers have stronger legs than High School kickers, the kickoff location has been moved back to the 35 yard line.

ADVANCING FUMBLES

Unlike in the High School game, players may not pick up fumbles and run with them. As soon as a player takes possession of a fumble, play is stopped.

EXPANDED PLAY BOOK

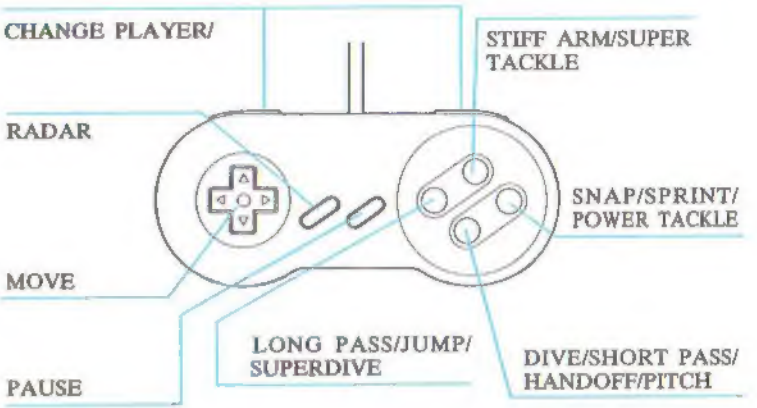
While High School teams have very simple play books, College teams have 24 offensive plays and 12 defensive plays each. Many of the plays are more complex than those used at the High School level.

BEGINNER MODE

In the College league beginner mode the Quarterback will perform handoffs and laterals automatically after the ball has been snapped. Also the receivers will attempt to automatically catch a pass if it is thrown into their zone. This is a training mode and is only available for single games.

PLAY CONTROL

Get ready for some serious college football! Now that you have mastered the High School game you're ready for these new play control options.



THE CONTROL PAD

The control pad is used to maneuver your player and (along with the B and Y Buttons) to determine whether a pass is thrown to the right, left, or middle parts of the field.

THE A BUTTON

Press the A Button to Snap the ball, Sprint, or Power Tackle.

THE B BUTTON

The B Button is now used to pass to the short zones only.

THE START BUTTON

Press the START Button to pause the game and view the TODAY'S GAME screen.

THE X BUTTON

Use the X Button to Stiff Arm tacklers when running or to Super Tackle on defense.

THE L & R BUTTONS

Use the Left and Right Buttons to change pages in the playbook and to change players on defense.

THE Y BUTTON

Use the Y Button to pass to long zones. It is also used by receivers to Jump and by ball carriers to Super Dive.

COLLEGE SCHEDULING

In the College game, you get to choose your opponents for each of the 11 weeks of the college season. The tougher your schedule, the better chance you'll have at being rated highly in the Top 20.

St of Fla.	Moldy Moss	Iowa	Miami, Fla
St of ND	Alabama	Michigan	Navy
St of Penn	Auburn, Ala.	Minnesota	ND
Syracuse, NY	Florida	Northwestern	Pisburgh, PA
Tremble	Georgia	Pursue	SD
Two Lanes	Kentucky	St of Mich	Sly Rock, PA
Vermont	Mississippi	St of Ohio	S. Carolina
W. Virginia	St of LA	Wisconsin	TX–Christian
Wlmsbrgh, VA	St of Miss.	Colorado	TX–Methodist
Yngstown, OH	Tennessee	Kansas	TX–Waco
Pale	Windy Belt	Missouri	TX–Austin
Pennsylvania	Applchn Mts.	Nebraska	TX–Houston
Princetn, NJ	Grmbling, LA	Oklahoma	TX–Lubbock
Runoverya	A&M	St of Iowa	Air Force
Smart Mouth	Arkansas	St of Kansas	Hawaii
Arizona	Spice	St of Okla.	New Mexico
L.A., CA	Atlanta, GA	Idaho	Salt Lk, UT
North Cal	Clemson, SC	Montana	Utah
Oregon	Fluke	Reno, NV	Wyoming
South Cal	Maryland	L. Beach, CA	Delaware
St of Ariz.	N. Carolina	San Jose, CA	Maine
St of Oregon	St of N.C.	Army	Rhode Island
St of Wash.	Virginia	Boston, MA	
Standard	Illinois	L'Ville, KY	
Washington	Indiana	Memphis, TN	

SAMPLE SEASON SCHEDULE

Choose your opponents carefully. Playing the best teams in the country week after week will give you a chance to be highly rated, while scheduling weak teams will result in a lot of wins, but not much respect from the press. Here's an example of a schedule loaded with cupcakes!

Week 1 Tremble
Week 2 Vermont
Week 3 Wlmsbrgh, VA
Week 4 Yngstown, OH
Week 5 Pale
Week 6 Smart Mouth
Week 7 Moldy Moss
Week 8 Applchn Mts.
Week 9 Army
Week 10 Delaware
Week 11 Rhode Island

THE TOP 20 RANKINGS

PRESEASON RANKINGS

1. ND	6. St of Ohio	11. Florida	16. L.A., CA
2. Nebraska	7. South Cal	12. Washington	17. Georgia
3. Miami, Fla	8. St of Penn	13. St of Mich	18. Colorado
4. Oklahoma	9. Michigan	14. Tennessee	19. Standard
5. St of Fla.	10. Salt Lk, UT	15. Alabama	20. Arizona

ADVANCING IN THE RANKINGS

Your initial rating in the Top 20 will depend on the reputation of your school, as well as the strength of your schedule. As you progress through your season, you will move up or down in the polls depending on the results of your games. Remember, there are almost 100 teams in Super Play Action Football, so it is possible that your team won't be in the Top 20 at all.

THE SECRET OF THE RANKINGS

There is more to attaining a high national ranking than just winning games. Here are some tips on how to stay high in the rankings and have a shot at the National Championship:

REPUTATION: Use a school with a good football tradition to begin with. Reputation has a lot to do with the rankings.

STRENGTH OF SCHEDULE: Schedule quality opponents and your program will gain credibility.

LUCK: Sometimes even the best teams get lucky.

BOWL GAMES

The history and tradition of the college Bowl games is part of what makes college football so exciting. Every top football program measures their success on the Bowl games they attend.

Violet Bowl	Oahu Bowl
Banana Bowl	Franklin Bowl
Salt Bowl	Patriot Bowl
Wool Bowl	Independent Bowl
Siesta Bowl	Smash Bowl
Alligator Bowl	Justice Bowl
Pear Bowl	Fame Bowl
Lemon Bowl	USA Bowl
Vacation Bowl	

GETTING INVITED TO A BOWL GAME

At the end of the season, you may be invited to one or more Bowl games. The first Bowl you're invited to will usually be the most prestigious Bowl game available. If this invitation is declined, you might receive another invitation. If there are no other invitations, you'll be given a chance to reconsider attending.

CHOOSING A BOWL

Choose carefully! The prestige of the Bowl you attend and your opponent for the game will greatly effect your final Top 20 ranking. The list of Bowl games above is in general order of prestige, but the prestige of Bowl games changes each year depending on the participants.

THE NATIONAL CHAMPIONSHIP

The top-rated team in the final Top 20 will be crowned National Champs! The National Champion is determined after all the Bowl games have been played.

THE FINAL RANKINGS

1. Washington	11. Illinois
2. Florida	12. Michigan
3. ND	13. Boston, MA
4. Tennessee	14. S. Carolina
5. Colorado	15. Nebraska
6. St of Fla.	16. South Cal
7. Georgia	17. Arkansas
8. Air Force	18. St of Penn.
9. Salt Lk, UT	19. L.A., CA
10. St of Ohio	20. St of Oregon

If you won your Bowl game, expect to move up in the final polls. All the teams in the Top 20 have a greater chance of losing in a Bowl game than in the regular season. Remember, it takes more than just a great season to finish #1.

NFL QUICKSTART

SPIN

CALL AUDIBLE

KEEP AN EYE ON THE WEATHER

WIND

High winds will effect your kicking game, and a weak-armed quarterback can use the wind at his back.

TEMPERATURE

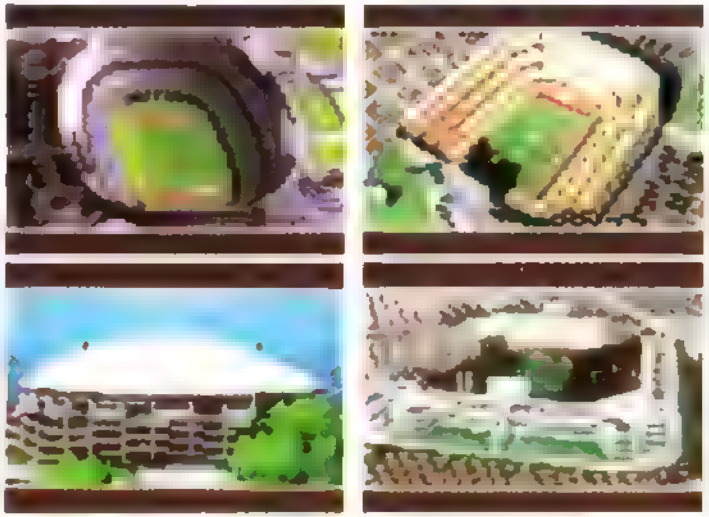
The temperature is controlled in dome stadiums, but in outdoor games the heat or cold can affect the outcome of a game.

FIELD CONDITIONS

Snow, rain, and whether the field is natural grass or artificial turf will make a difference on game day.

STADIUMS

Each team has its own stadium which can be viewed on the TODAY'S GAME screen. Home field advantage is an important part of Super Play Action Football, and teams will play better in their home stadium.



NFL RULES

BEGINNER MODE

In the NFL league beginner mode the Quarterback will perform handoffs and laterals automatically after the ball has been snapped. Also the receivers will attempt to automatically catch a pass if it is thrown into their zone. This is a training mode and is only available for single games.

EXPANDED PLAY BOOK

In the NFL game, each team has 32 offensive plays and 16 defensive plays in their play book, with some new, very complex plays like the Flea Flicker.

ADVANCING FUMBLES

The NFL game is similar to the High School game in that players are allowed to advance fumbles. This is not allowed in the College game.

SIDELINE CATCHES

In the High School and College games, receivers must keep one foot in bounds when catching balls on the sidelines or at the back of the endzone for the catch to be considered legal. In the NFL, both feet must be in bounds for the catch to count.

POINT AFTER TOUCHDOWN

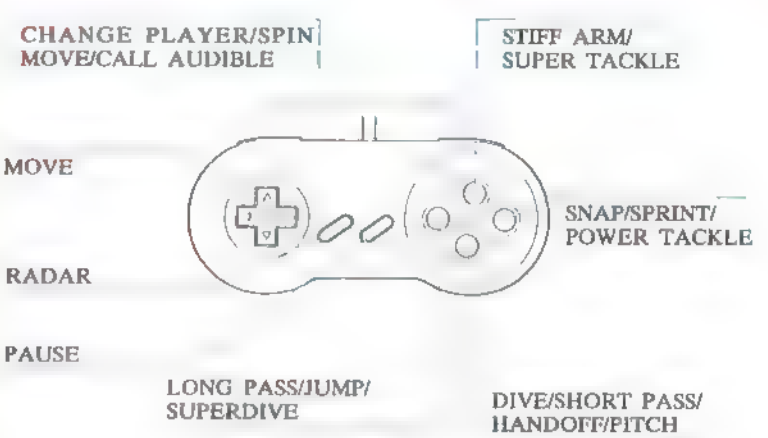
In the NFL game, teams must kick for a POINT AFTER TOUCHDOWN, and are not allowed to try for the 2 point conversion.

DOWN BY CONTACT

In the College and High School games, running backs are considered to be down when their knee touches the ground. In the NFL game, a player can get up from the ground and continue running unless they are touched by a defensive player while on the ground.

PLAY CONTROL

Now that you've conquered the College level, try out some of the new play control features in the NFL game.



THE CONTROL PAD

The control pad is used to maneuver your player, and (along with the B and Y Buttons) to determine whether a pass is thrown to the right, left, or middle parts of the field.

THE START BUTTON

Press the START Button to pause the game and view the TODAY'S GAME screen.

THE L & R BUTTONS

You can now use the Left and Right Buttons to call an Audible play before the snap and to Spin the ball carrier past tacklers

THE A BUTTON

Press the A Button to Snap the ball, Sprint, or Power Tackle.

THE B BUTTON

The B Button is used to pass to the short zones and to dive for extra yardage.

THE X BUTTON

Use the X Button to Stiff Arm tacklers when running or to Super Tackle on defense.

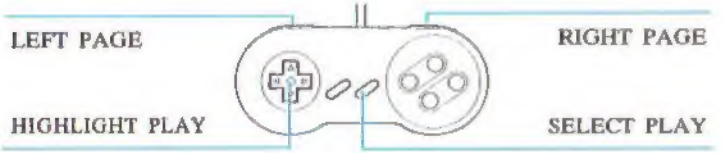
THE Y BUTTON

Use the Y Button to pass to long zones. It is also used by receivers to Jump and by ball carriers to Super Dive.

PLAY CALLING

The plays in the play book can be viewed more closely by highlighting the play you wish to view and pressing the SELECT Button.

There are two ways you can call a play in Super Play Action Football. The first way is to use the Control Pad to highlight the play you wish to call and then press the START Button. The second way is to hold down the Button (A, B, X, or Y) that is listed above the play in the playbook before you press the control pad in the direction that is indicated to the left of the desired play. This second method should be used when playing against a human opponent to keep your play a secret.



AUDIBLES

If the defense looks like it will stop your original play, call out an audible.

Before the game begins, you will be given the chance to designate two plays as audibles. Select a play on the left page of the play book using the button combination method explaind above. This play will be your L audible. Do the same on the right page to set your R audible. If you don't like the way the defense is lining up, you can call these plays at the line of scrimmage before the snap using the Left or Right button. Your team will then run your audible play instead of the play you originally called on the play book screen.

GAME STRATEGY

There is more to winning championships than just having the strongest team. A good coach can win a game for his team just as easily as a star quarterback or a lightning-fast running back.

INJURIES AND SUBSTITUTIONS

The secret to good coaching is knowing when to substitute for tired players. Watch your key player's energy levels on the Substitution screen. Tired players will not perform as well as rested ones and have a greater chance of being injured. Once a player is injured, they might be out for the remainder of that game.

USING THE CLOCK

When you are ahead late in the game, you'll want to use as much time on every possession as possible. If you're behind on the scoreboard, you should plan a few plays ahead of time to avoid wasting precious seconds on the playbook screen.

PLAY-CALLING

A team that passes on every down is easy to stop, even if they have the best quarterback in the league. Mix up your plays to keep the defense guessing, and you'll have a better chance for success when you do decide to throw deep.

KICKOFF STRATEGY

NORMAL KICKOFF

The safe bet is to kick the ball as deep as possible and make your opponent earn good field position.

ONSIDES KICK

An onsides kick can swing the momentum of a close game to your side if successful. However, converting an onsides kick is very difficult to do on a regular basis.

PLAYER STATISTICS

In the NFL game, you can keep track of your player's individual statistics throughout the year, and at the end of a season you'll see how your players stack up against the rest of the league.

OUTRUN THE TOP RUNNERS

How do you compare to the NFL's top running backs?

NFL Rushing Leaders		
Player	Team	Yards Rushing
#20	Detroit Lions	1174
#34	Buffalo Bills	1167
#35	San Diego Chargers	1103
#21	Washington Redskins	1097
#32	Los Angeles Raiders	1089
#26	Denver Broncos	1082
#35	Chicago Bears	970
#33	Kansas City Chiefs	914
#21	Cincinnati Bengals	904
#39	Phoenix Cardinals	833

NFL Passing Leaders		
Player	Team	Yards Passing
#1	Houston Oilers	4220
#11	Los Angeles Rams	3590
#16	San Francisco 49'ers	3550
#13	Miami Dolphins	3207
#7	Denver Broncos	3173
#12	Philadelphia Eagles	3119
#17	Kansas City Chiefs	3100
#17	Seattle Seahawks	2875
#3	Phoenix Cardinals	2788
#7	Cincinnati Bengals	2728

OUTGUN THE TOP GUNNERS

Does your quarterback belong with the NFL's elite?

CATCH THE BEST RECEIVERS

Will any of your fleet-footed speed merchants rate with the best pass catchers in the NFL?

NFL Receiving Leaders		
Player	Team	Catches
#80	San Francisco 49'ers	90
#80	Atlanta Falcons	74
#80	Los Angeles Rams	68
#84	Washington Redskins	68
#84	Houston Oilers	67
#85	Houston Oilers	67
#81	Houston Oilers	65
#80	Indianapolis Colts	64
#83	Buffalo Bills	64
#81	Minnesota Vikings	63

TEAM STATISTICS

Are you a selfish glory hound, or a team player? Individual accomplishments are fine, but what really counts are team statistics.

TEAM OFFENSE

The teams listed in this section are the clubs that score early and often. They are the offensive powerhouses, whose rosters are loaded with marquee players. Will your team have what it takes to make this list?

Team Offense	
Team	Total Yards
Los Angeles Rams	6005
San Francisco 49ers	5900
Cincinnati Bengals	5857
Buffalo Bills	5758
Washington Redskins	5679
Miami Dolphins	5677
Minnesota Vikings	5595
Denver Broncos	5554
Detroit Lions	5478
Philadelphia Eagles	5430

Team Defense	
Team	Total Yds Allowed
Minnesota Vikings	4091
Buffalo Bills	4356
Chicago Bears	4360
San Francisco 49'ers	4575
Denver Broncos	4813
Green Bay Packers	4843
Cleveland Browns	4856
Houston Oilers	4858
New York Giants	5016
Kansas City Chiefs	5026

TEAM DEFENSE

There's an old football saying: "Offense sells tickets, but Defense wins championships." The teams on this list pride themselves on their iron defense. Where will your team rate?

A F C — AMERICAN FOOTBALL CONFERENCE

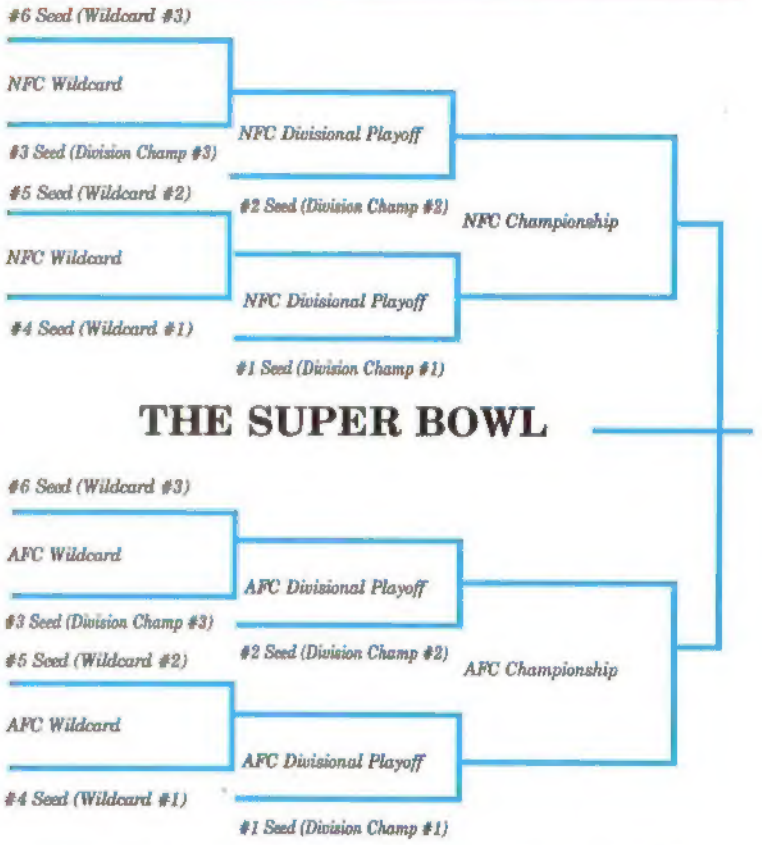
WEST	CENTRAL	EAST
DENVER BRONCOS	CINCINNATI BENGALS	BUFFALO BILLS
KANSAS CITY CHIEFS	CLEVELAND BROWNS	INDIANAPOLIS COLTS
LOS ANGELES RAIDERS	HOUSTON OILERS	MIAMI DOLPHINS
SAN DIEGO CHARGERS	PITTSBURGH STEELERS	NEW ENGLAND PATRIOTS
SEATTLE SEAHAWKS		NEW YORK JETS

N F C — NATIONAL FOOTBALL CONFERENCE

WEST	CENTRAL	EAST
ATLANTA FALCONS	CHICAGO BEARS	DALLAS COWBOYS
LOS ANGELES RAMS	DETROIT LIONS	NEW YORK GIANTS
NEW ORLEANS SAINTS	GREEN BAY PACKERS	PHILADELPHIA EAGLES
SAN FRANCISCO 49'ERS	MINNESOTA VIKINGS	PHOENIX CARDINALS
	TAMPA BAY BUCCANEERS	WASHINGTON REDSKINS

With Super Play Action Football, you can choose from all 28 NFL clubs!

THE NFL PLAYOFFS



THE ROAD TO THE SUPER BOWL

Getting to the Super Bowl is no easy task. A grueling sixteen game regular season and a treacherous four week playoff will mean that the two teams in the Super Bowl are talented, tough, and a probably a little lucky.

THE NINTENDO SUPER BOWL CHAMPIONSHIP TROPHY

THE NINTENDO CHAMPIONSHIP RING

Most players play their entire careers without getting to the Super Bowl. Only the very best can lay claim to winning the Nintendo Super Bowl and wearing the elusive Nintendo Championship ring.

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY. TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE**® Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 8:00 am to 5:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE**® Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

   To satisfy the needs of our customers, Nintendo maintains a nationwide network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE**® Centers located in major metropolitan areas[1] and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary between states/provinces.

[1]United States only. In Canada Nintendo provides service through its Canadian Service Center.